



SENTIENT SOFTWARE

"Animation created with 'The Graphics Magician'"

Sentient Software presents



by Michael Berlyn with Harry Wilker

"A simple trip down the Congo," the leader of the expedition told you. "We want to find native artifacts and bring them back to the museum."

You nodded your head, knowing full well that a trip down the Congo was anything but simple. But you agreed to go, to babysit the professor, his assistants, and the rest of the party. They needed someone with experience, and they were willing to pay your price.

Everything was fine until the fourth night out, with your encampment separated from civilization by miles of impassable jungle. A white panther leapt into your camp, started tearing up native guides, and before you could react, the entire expedition scattered, running down the shoreline in blind panic. Seconds later, a smoking rifle in your hand, the panther lay dead, and you stood alone in the middle of the carnage.

There was no choice—your path was clear. Navigate the deadly river, pick up what survivors you could, and find a safe place to dock your raft. Early the next morning, the raft was built and, muttering a prayer, you leapt aboard to make your way to safety.

HOW TO PLAY

Maneuver your handmade raft past sharp, jagged rocks, hostile warriors in canoes, powerful hippos and insidious pythons. Beware the shoreline with its pacing white panthers, snapping crocodiles and dark, tangled vegetation.

HOW TO MOVE

Move your raft down the Congo by using either a joystick or the keyboard. During the self-running demo, you may select (J) oystick or the (K) eyboard. Pressing "J" will start you playing using the joystick.

To use the keyboard, press "K." You will be asked if you wish to modify the keys which make the raft go up, down, left and right, or if you wish to accept the standard I-J-K-M diamond. If you choose to modify the keys, type your choices at the prompts.

Always be careful, since the current is strong. Plan your moves ahead!

Pick up stranded survivors by passing close to their waving figures on an island or in a village. And do it quickly, before time runs out! If your raft should reach the left edge of the screen, you will be prevented from moving up or down since the strong current would carry you off into unknown danger.

SCORE

150 points ★ Dock successfully in a safe, treeless eddy.

One point ★ For every second left on the clock after docking.

Picking up survivors gives you the following bonuses:

100 points ★ On an island.

50 points ★ In a village.

Collect your bonus by docking successfully.

★ For a score of over 3000 points, you will receive an extra man.

★ An additional extra man is awarded at 6000 points.

GENERAL INFORMATION

Congo requires an Apple II or II+ with 48K of RAM and DOS 3.3. Boot the Congo disk as you would any other.

GUARANTEE

THIS GAME IS FULLY GUARANTEED. IF IT EVER FAILS TO BOOT, FOR ANY REASON, RETURN THE DISK TO SENTIENT SOFTWARE FOR A FREE REPLACEMENT.

IF THE DISK HAS BEEN PHYSICALLY DAMAGED, YOU WILL BE CHARGED \$6.00 FOR A REPLACEMENT DISK.

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SENTIENT SOFTWARE

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